

INSIDE! SONIC'S WORLD • STREETS OF RAGE •  
WONDER BOY

# Sonic

the comic



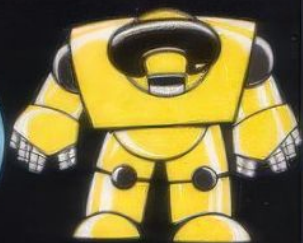
## STRIKE ONE!





# CONTROL

# Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!  
Happy birthday to us! Happy birthday to us!  
Can you believe it Boomers - STC is one year old! It hardly seems like we've got started, but a quick glance to the right will show you how much we actually have done in the past year. No wonder my batteries feel so run down!  
Although the lazy humes-who-think-they're-in-charge believe the success of STC is down to them, you and I know better. Thanks to all of you, STC is the top-selling video game comic in the U.K. Your support and enthusiasm has made STC what it is today. Take a bow, Boomers.  
That's enough about the past. What've we got in the future? How about more free gifts? Yeah, thought you'd like that idea!  
Next issue we give you a brand, spanking-new, covers-any-wall **Sonic Poster!** As you can't get enough of STC's **Sonic The Poster Mag** (no.5 on sale next month, starring guess who?), now you've a bonus **Sonic poster** coming to you free.

Not only do you get a free gift in STC 28, but there's two new series to boot. **Tails** returns in a new story (I can hear the cheers) and then there's **Pirate STC**. You've seen Sega's TV ads, now prepare for serious weirdness as Fezhead and The Skull invade **Sonic The Comic**. It's the wildest, weirdest STC series yet!

It's not often that I mention those humes around here by name but even I had to shed a spot of oil when **Clare Gilmore**, STC's demon Designer since issue one, packed her bags and fled the office screaming: "You'll never catch me." Clare was last seen heading for the far side of the planet (does she think she's safe there? Hah!). Bon voyage, Clare. STC will miss you.

*Megadroid*

## STC's Birthday Checklist

Just for a change we're giving you a present! How about a year's worth of seriously Sega-charged excitement? Here's a list of every awesome series we've run in STC over the past 12 months. Check out which ones you've missed - and just think ... if STC can do all this in a year, what's coming up in the next 12 months?

Series are listed in alphabetical order. Numbers refer to issues they originally appeared in.

**DECAP ATTACK:**  
10-15

**ECCO THE DOLPHIN:**  
13-18

**ETERNAL CHAMPIONS:**  
18-24

**KID CHAMELEON:**  
7-12

**LEGEND of the GOLDEN AXE**  
Citadel of Dead Souls: 1-6  
Plague of Serpents: 13-18

**SHINOBI**  
The Fear Pavilion: 1-6  
The Art of War: 19-24

**SONIC THE HEDGEHOG**  
Enter Sonic: 1  
Robofox: 2  
Mayhem in the Marble Hill Zone: 3  
Day of The Badniks: 4  
Lost in the Labyrinth Zone: 5  
Attack on the Death Egg: 6  
Super Sonic: 7  
The Origin of Sonic: 8  
Back to Reality: 9  
Megatex: 10

Time Racer: 11  
Hidden Danger: 12  
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Hero of the Year: 14  
The Green Eater: 15  
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Sonic the Human: 17  
Casino Night: 18-19  
Hill Top Terror: 20  
Girl Trouble: 21-22  
Pirates of the Mystic Cave: 23  
The Sonic Terminator: 24-28

**SONIC'S WORLD:**  
25-27

**STREETS OF RAGE**  
Series 1: 7-12  
Skates' Story: 26-30

**TAILS**  
The Nameless Zone: 16-17  
The Land Beyond: 18-21  
The Morbidd Hunt: (starts next issue)

**WONDER BOY**  
Demon World: 2-9  
Ghost World: 22-27

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover  
re-entry new entry



### MEGA DRIVE

- 1 FIFA INTERNATIONAL SOCCER
- 2 SONIC THE HEDGEHOG 3
- 3 PGA EUROPEAN TOUR GOLF
- 4 NBA JAM
- 5 ALADDIN
- 6 SENSIBLE SOCCER
- 7 ZOO/ JAMES BOND 3
- 8 MICRO MACHINES
- 9 HAUNTING
- 10 X-MEN

### MEGA-CD

- 1 GROUND ZERO TEXAS
- 2 WWF RAGE IN THE CAGE
- 3 FINAL FIGHT
- 4 LETHAL ENFORCERS
- 5 MICROCOSM
- 6 ECCO THE DOLPHIN
- 7 CHUCK ROCK 2
- 8 NIGHT TRAP
- 9 SILPHEED
- 10 THUNDERHAWK

### MASTER SYSTEM

- 1 SONIC CHAOS
- 2 SHINOBI
- 3 MICRO MACHINES
- 4 THE NINJA
- 5 FANTASTIC ADVENTURES OF DIZZY
- 6 JUNGLE BOOK
- 7 MORTAL KOMBAT
- 8 ESWAT
- 9 SMASH TV
- 10 WINTER OLYMPICS

### GAME GEAR

- 1 MICRO MACHINES
- 2 ALADDIN
- 3 NBA JAM
- 4 DESERT STRIKE
- 5 JUNGLE BOOK
- 6 SENSIBLE SOCCER
- 7 SONIC THE HEDGEHOG 2
- 8 SONIC CHAOS
- 9 F1
- 10 ECCO THE DOLPHIN

● **Editor:** Richard Burton  
● **Asst. Editor:** Deborah Tate  
● **Designer:** Timothy Read  
● **Covers:** Carl Vint ● **Illustrations:** Danny Price  
● **Managing Editor:** Steve Attwood  
● **Publisher:** Chris Power

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# SONIC

THE HEDGEHOG

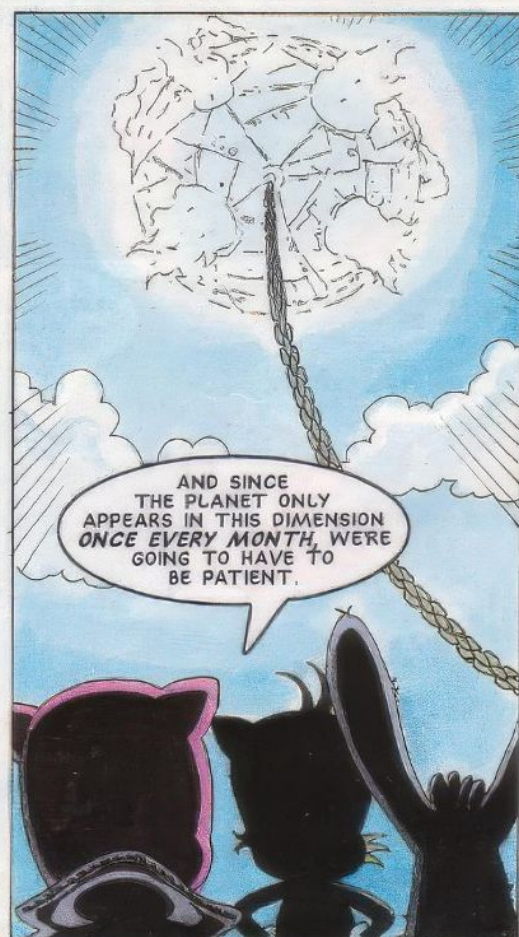
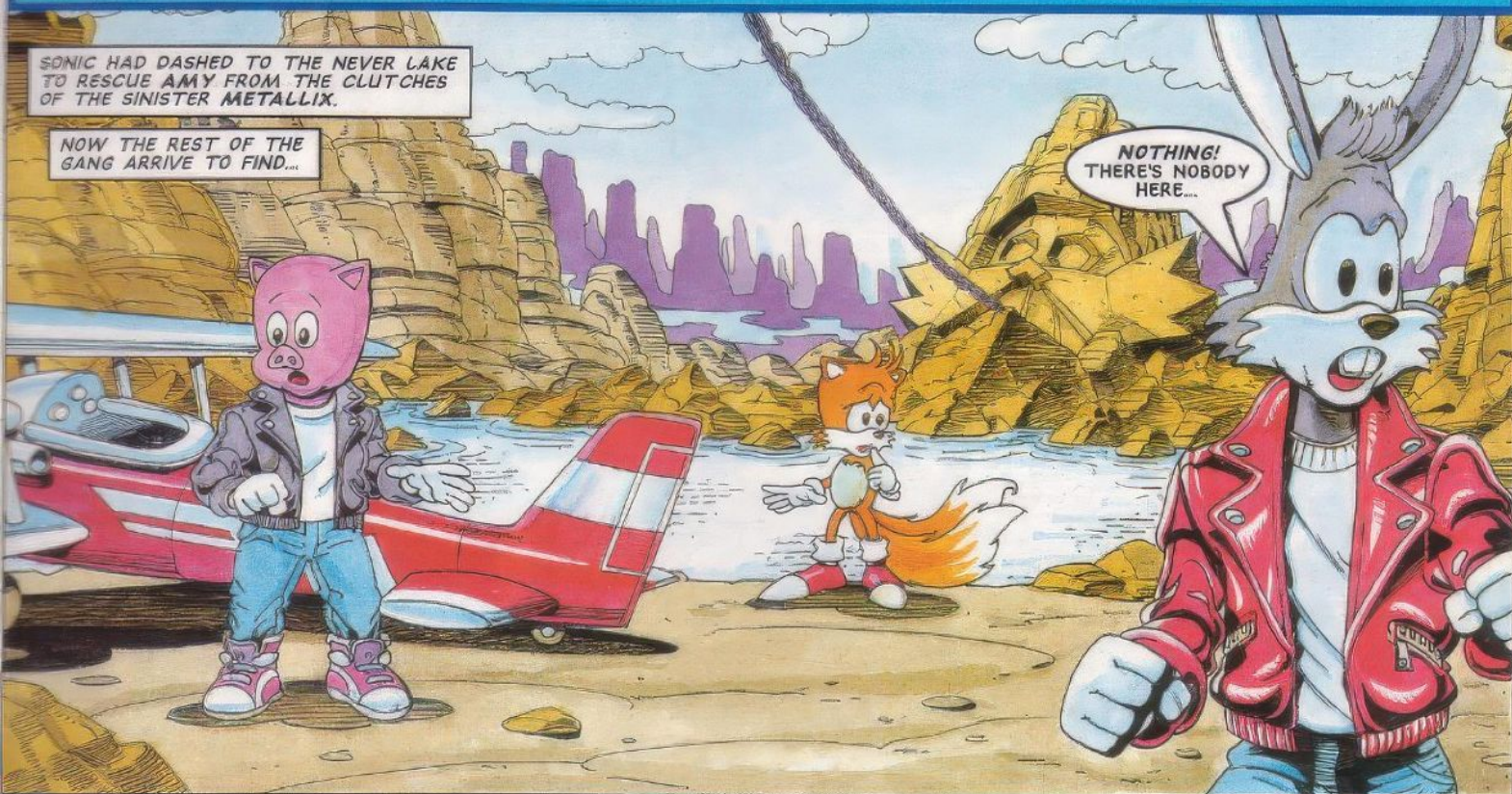
## The Sonic Terminator Part 4

Script:  
Nigel Kitching  
Art:  
Richard Elson  
Lettering:  
Steve Potter

SONIC HAD DASHED TO THE NEVER LAKE TO RESCUE AMY FROM THE CLUTCHES OF THE SINISTER METALLIX.

NOW THE REST OF THE GANG ARRIVE TO FIND...

NOTHING!  
THERE'S NOBODY  
HERE...








WELL,  
THERE GOES  
MY CHANCE OF  
GETTING ANY  
HELP ON THIS  
ONE...

NOT  
THAT  
I NEED  
ANY!




UNBELIEVABLE!  
LOOKS LIKE THE ENTIRE  
PLANET IS COVERED IN THIS  
FILTHY MACHINERY!

SOMETHING AS  
UNCOOL AS THIS HAS  
GOT TO HAVE **ROBOTNIK**  
BEHIND IT!



SONIC!  
YOU'VE COME ALL  
THIS WAY JUST TO  
SAVE LITTLE  
ME!

HEY,  
BABY, ANYONE  
CAN MAKE A  
MISTAKE!

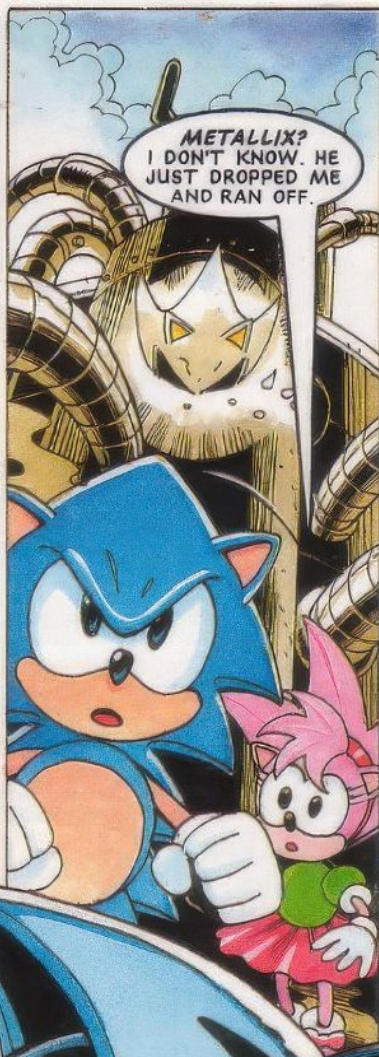


I DON'T GET  
IT SONIC, HOW CAN  
ROBOTNIK HAVE DONE THIS  
TO THE PLANET SO **QUICKLY**?  
LAST MONTH THERE WASN'T  
A TRACE OF ANY  
OF THIS!





OKAY  
AMY, WHERE  
DID THAT ROBOT  
COPY OF ME  
GO TO?



METALLIX?  
I DON'T KNOW. HE  
JUST DROPPED ME  
AND RAN OFF.



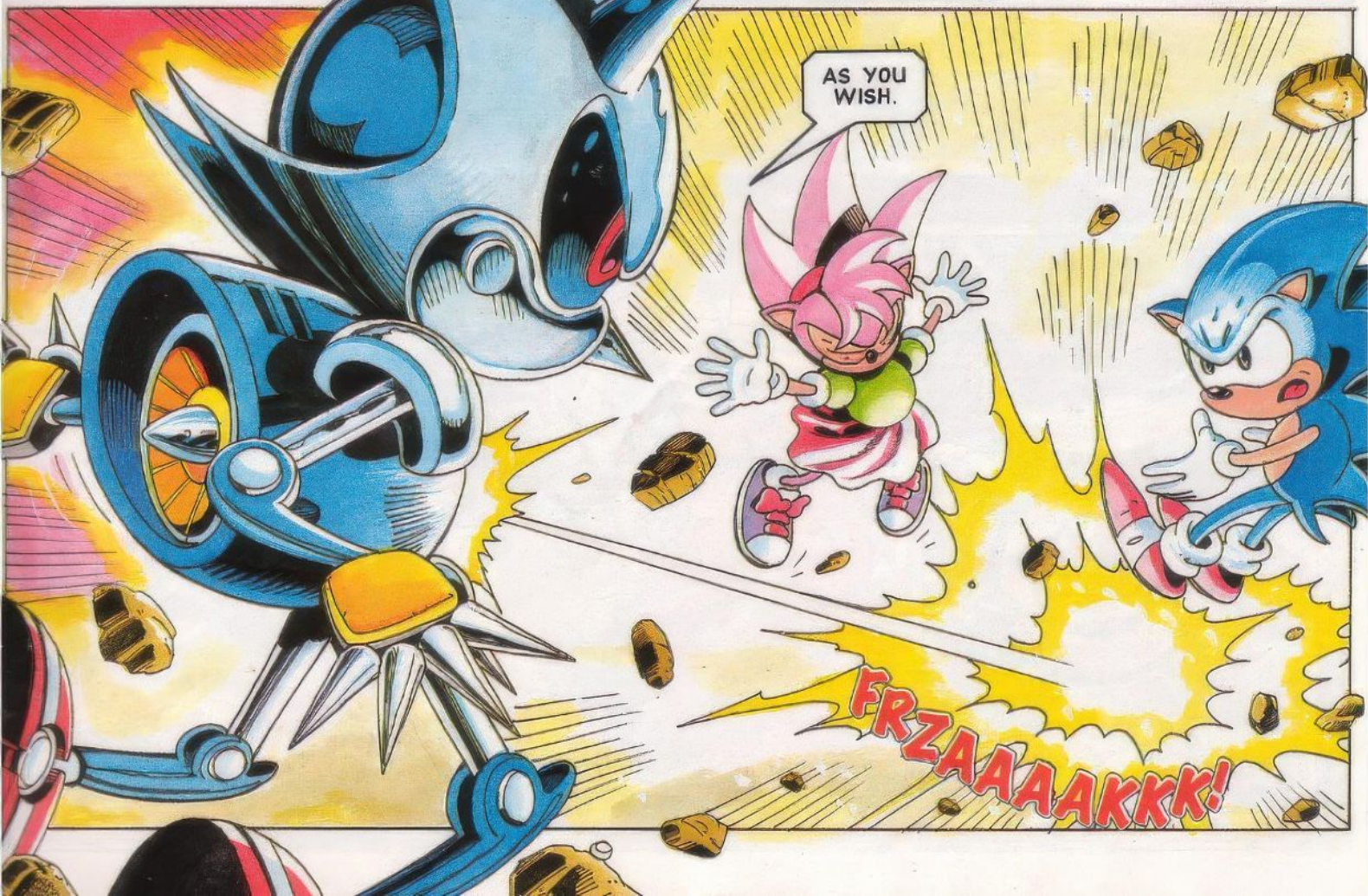
MAYBE HE  
WAS MORE BADLY  
DAMAGED IN THE FIGHT\*  
THAN WE THOUGHT... HE  
MIGHT HAVE STOPPED  
WORKING OR  
SOMETHING.



JUST THINK...  
YOU AND ME ALONE ON  
THIS PLANET FOR A WHOLE  
MONTH...SIGH... HOW  
ROMANTIC!

I THINK  
I'D RATHER FIGHT  
METALLIX!

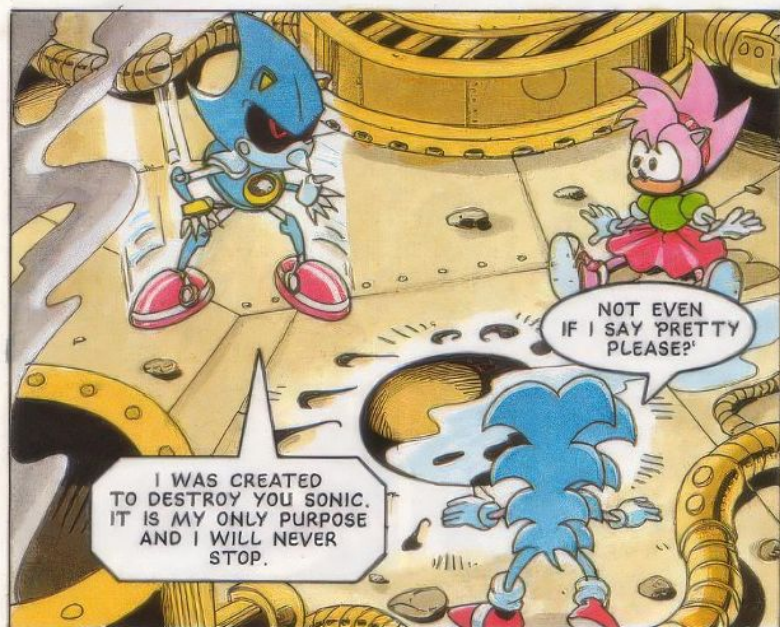
\* LAST ISSUE - MEGADROID.



AS YOU  
WISH.

FRZAAAANKK!





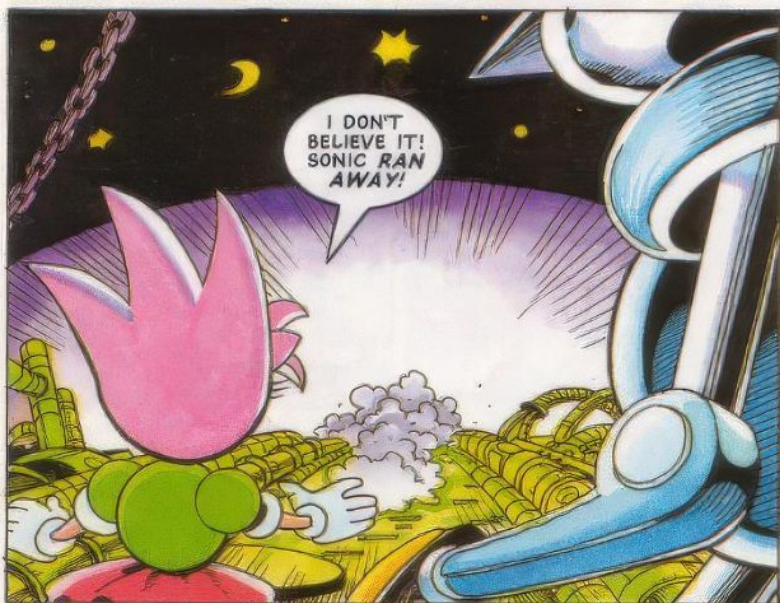
I WAS CREATED  
TO DESTROY YOU SONIC.  
IT IS MY ONLY PURPOSE  
AND I WILL NEVER  
STOP.

NOT EVEN  
IF I SAY 'PRETTY  
PLEASE?'

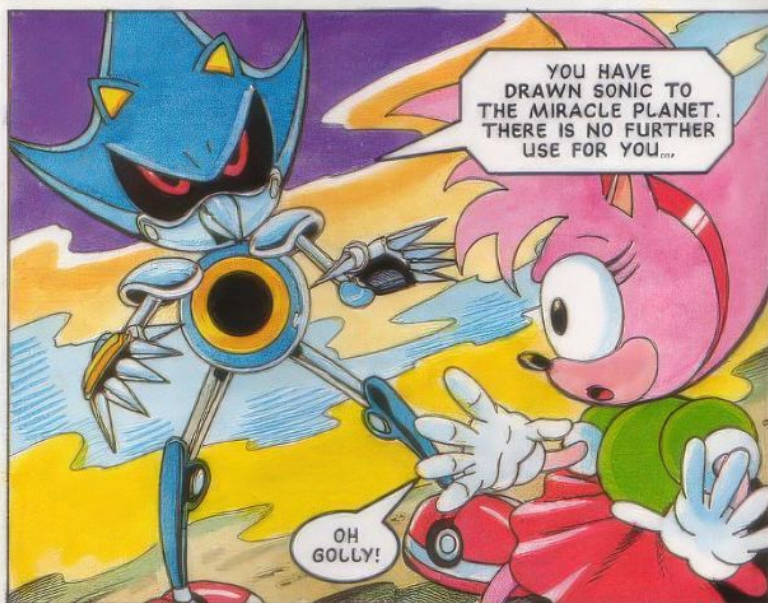


RUNNING  
IS USELESS. YOU  
CANNOT ESCAPE  
YOUR FATE.

SONIC?

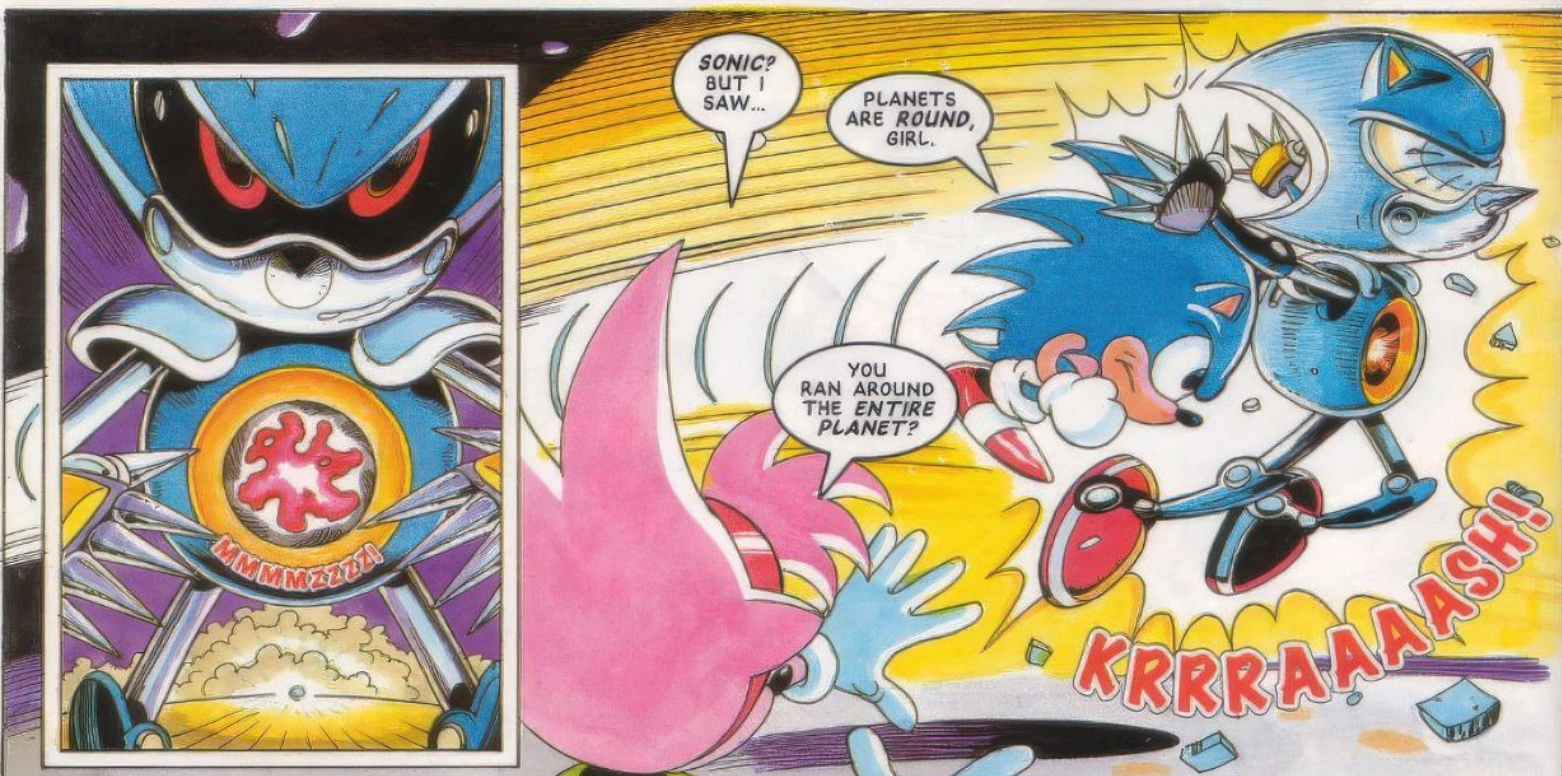


I DON'T  
BELIEVE IT!  
SONIC RAN  
AWAY!



YOU HAVE  
DRAWN SONIC TO  
THE MIRACLE PLANET.  
THERE IS NO FURTHER  
USE FOR YOU...

OH  
GOLLY!



SONIC?  
BUT I  
SAW...

PLANETS  
ARE ROUND,  
GIRL.

YOU  
RAN AROUND  
THE ENTIRE  
PLANET?

KRRRAAASH!



YOU CANNOT WIN. THE TECHNOLOGY THAT PRODUCED ME ALSO MADE THIS METAL WORLD.

THE PLANET IS PART OF ME, SUPPLYING ME WITH **LIMITLESS POWER.**

KRRRRKK!

LOOK AT ME. I'M REALLY SCARED!

WAAARRGGHH!

SURRENDER SONIC AND I WILL MAKE YOUR FINAL MOMENT A QUICK ONE.

SONIC TERMINATION SEVENTY PERCENT PROBABILITY.

THIS SITUATION IS STARTING TO GET OUT OF HAND!

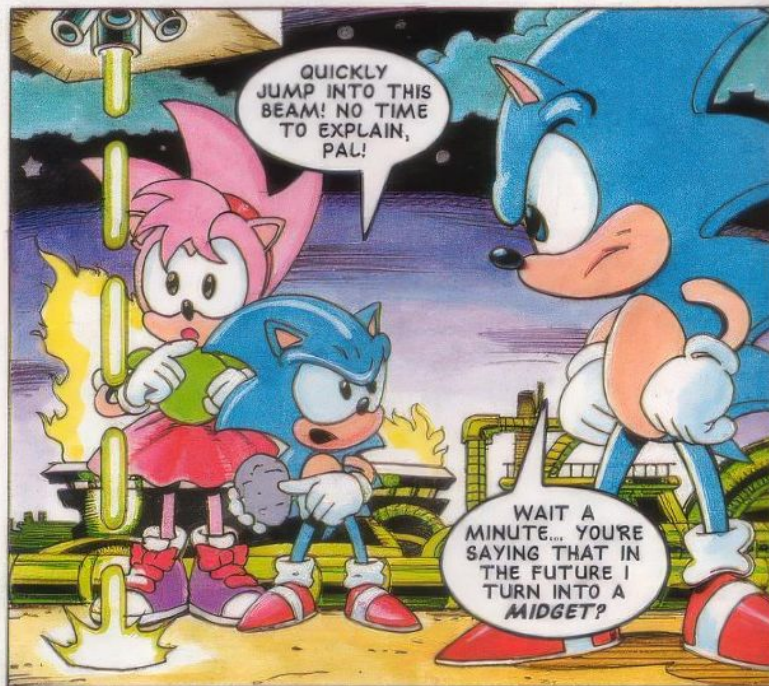
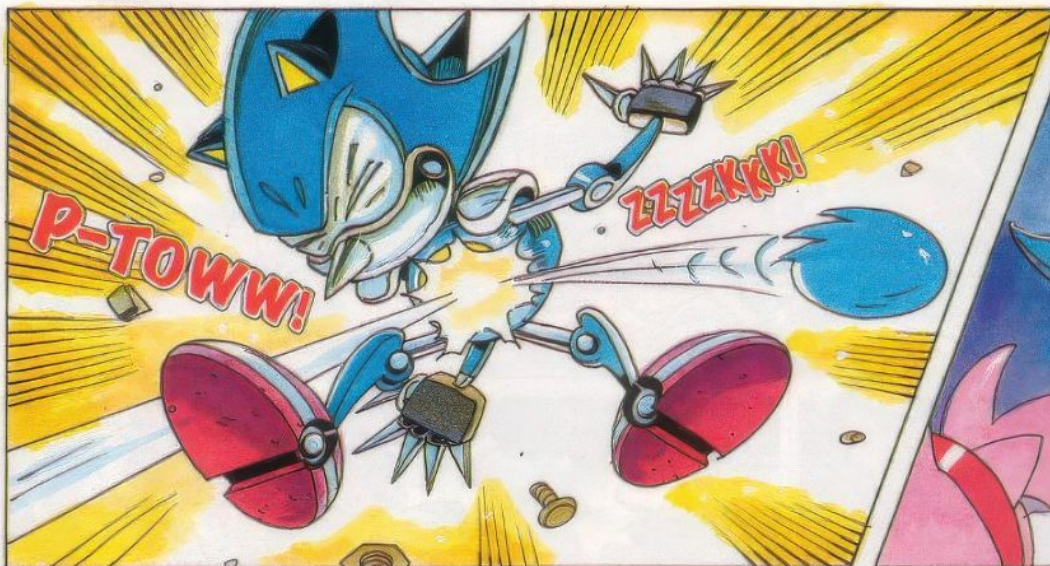
WHOOAHH!

SONIC TERMINATION PROBABILITY RISING TO NINETY PER CENT.

SONIC, DO SOMETHING!

HEY, I'M OPEN TO SUGGESTIONS!

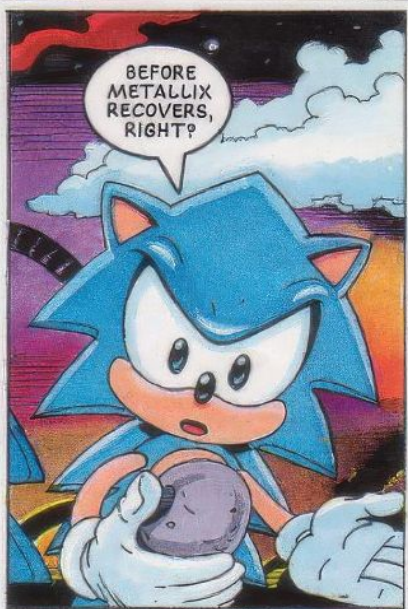








THIS IS A  
**TIME STONE!** TAKE  
IT, YOU'VE GOT TO TRAVEL  
INTO THE PAST AND STOP  
ALL THIS EVER  
HAPPENING!



BEFORE  
METALLIX  
RECOVERS,  
RIGHT?



ACTUALLY  
I WASN'T *QUITE*  
QUICK ENOUGH  
FOR THAT...

RE-BOOT  
COMPLETED.  
EFFICIENCY LEVEL  
**ONE HUNDRED**  
PER CENT!

NEXT ISSUE : **YESTERDAY'S HERO**



# REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.  
Reviewers: David Gibbon, Jenny Fromer & Nick Protz.

## NBA SHOWDOWN

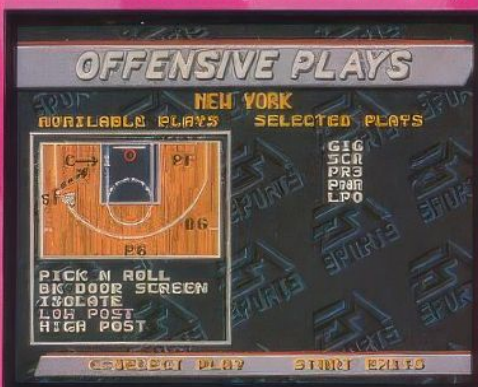
game type: SPORTS SIMULATION  
1-2 PLAYERS



I have been a fan of the basketball sim since *Double Dribble* hit the arcades way back, so I was pleasantly surprised when *NBA Jam* and *NBA Showdown* appeared on the shelves within a month of each other.

While *NBA Jam* is a bit easier to get into, the level of complexity and the enormous range of options of *NBA Showdown* is typical of Electronic Arts, and definitely no bad thing. You can custom build your own teams, make substitutions and even change tactics mid-way through the game. You play with a full team (as opposed to the two-on-two of *NBA Jam*) which makes for realistic game play, especially with penalties for fouling, travelling and going out of bounds.

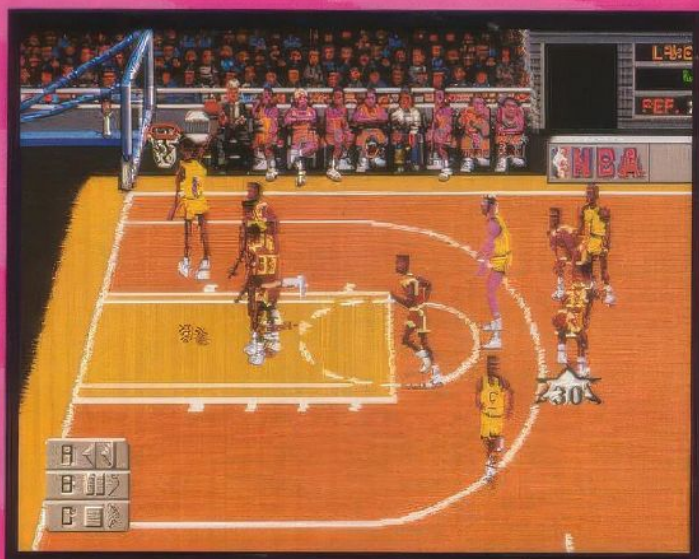
You can opt to go one-on-one with a friend, plug in four with a multi-tap adaptor, or go against the computer by competing in the NBA. Thanks to the battery back-



up feature you can keep track of stats and rejoin the action where you left off.

The controls are pretty standard for anyone who has played E.A.'s *Hockey* or *FIFA Rules* and are tricky to master at first. There are some problems in coping with ten players on screen as it gets congested in the shooting zone, making it difficult to pick out your best receiver.

This is a great game for anyone who doesn't have *NBA Jam*. The graphics are a bit of a let down and it's more of a struggle to pull off the special moves. However, the sheer size of the game makes it ultimately the more involving. My advice is to stick with it and you'll find *NBA Showdown* to be very rewarding. - NP



Mega Drive



Master System



Mega CD



Game Gear

## STC Rating System

under 40% - Yawnsville  
40 - 70% - Normalsville  
70 - 80% - Fun City  
80 - 90% - Big Time City  
over 90% - Mega City!

### FAST FAX

PUBLISHER	PRICE
ELECTRONIC ARTS	£49.99

**GRAPHICS**  
79

**SOUND**  
72

**PLAYABILITY**  
86

**RAVES : GRAVES**  
A massive game for 'real' basketball fans. Lacklustre graphics.

**OVERALL**  
84%

## BUBBA 'n' STIX



game type:  
PLATFORM  
1 PLAYER

Imagine you're a delivery man (person) carrying out your usual daily rounds, when suddenly you're kidnapped by space aliens who exhibit you in their alien zoo! Well, that's the predicament our friend Bubba finds himself in in *Bubba 'n' Stix*. Luckily, however, Bubba escapes from his captors with the help of a wooden stick, imaginatively (not) named Stix.

Bubba's next dilemma is how to find his way back to Earth. His 'gormless wimp' appearance gives the impression that he's just not capable of achieving this, but this wimp should not be underestimated. With the aid of his pal Stix, Bubba can overcome the puzzles in the game in a variety of ways. Stix also comes in handy when the occasion calls for beating enemies over the head! Plus he also has the ability to transform into a lever, a tightrope, a snorkel, and a temporary platform for getting onto high cliffs.

*Bubba 'n' Stix* contains five 'smallish' levels. Graphically, the game is slightly bland and uninspiring. To begin with, it's great fun and is really quite addictive, but the appeal soon wanes as it becomes another game that you're likely to prematurely turn off through boredom and frustration. However, there is the occasional nice surprise coupled with great humour. - DG





# NORMY'S BEACH BABE-O-RAMA

game type: **PLATFORM**  
1 PLAYER



Remember Sonic? Remember Busby? You'll certainly remember them (and numerous others) when you delve into **Normy's Beach Babe-O-Rama**. Actually, you won't so much remember, as think wistfully back to those platformers with a bit of zip, clever graphics and the odd brain-teaser. Instead you'll find yourself plodding through five random

periods in history and at the end of each one, rescuing the occasional 'beach babe'. Along the way you'll encounter some of the least imaginative foes seen for some time.

In terms of your own abilities, you don't so much run as crawl, and, except for your speed jumps (which do have a fair amount of zing) your average jumps are truly lethargic. Even more debilitating is the fact that the short bursts of invincible speed you produce leave you drained of energy for a good few seconds.

The basic game plan is to negotiate Normy through the various historical levels while killing anything in sight by hitting it with whatever weapon you last walked into. Smart gamers will quickly sum up which weapons pack the greatest punch, and step over the naïf objects. To aid Normy along the way are the usual assortment of swinging vines, doors, lifts and floating objects. Now and then Normy spouts out a thought balloon which usually serves only to state the obvious.

The high points of the game are the little comic touches (which go some way to being a saving grace), they include wielding chickens and fruit pies as weapons and using pink piggies as trampolines.

My biggest complaint is one that could be levelled against any number of platform games - no passwords allowing you to temporarily jettison from the game without penalty. Sure, having three 'continues' is nice, but the game is simply not compelling enough to incite you to stick with it for the duration.

Basically, **Normy's....** is pretty standard fare - unexciting graphics and uninspired tunes coupled with too few challenges and really lame bosses. - JF

## FAST FAX

PUBLISHER **CORE DESIGN**  
PRICE **£44.99**

### GRAPHICS

72

### SOUND

68

### PLAYABILITY

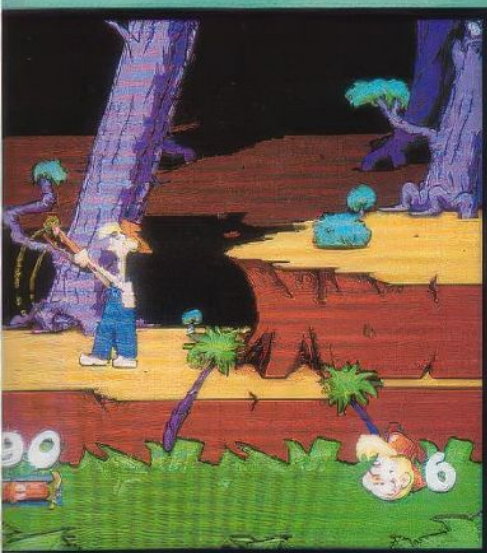
78

### RAVES : GRAVES

Humorous : Lacks enough  
with some nice : interest to keep  
touches. : playing to the  
end.

OVERALL

76%



## FAST FAX

PUBLISHER **ELECTRONIC ARTS**  
PRICE **£39.99**

### GRAPHICS

65

### SOUND

65

### PLAYABILITY

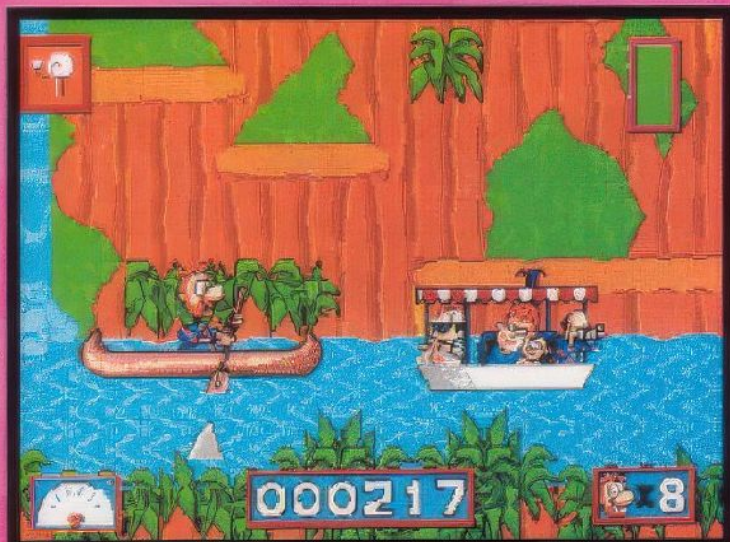
70

### RAVES : GRAVES

A few good : Unoriginal  
comic : platform romp.  
touches. :

OVERALL

62%





'ONE SPECKY WIMP WITH RICH PARENTS WHO DRIVE HIM TO SCHOOL.

MMMF CNNN.

STOP MOANING, HUH? I'M ALMOST FINISHED.

7/11/1960

HE DIED BECAUSE THE CREEPS WANTED  
THE INFORMATION ON THIS DISK.

"I CAN SEE WHY."





ROACH! HEY **ROACH!**  
I REALLY NEED YOUR  
HELP, MAN!

IT'S THE GUYS  
WHO KILLED  
MY STEPDAD!

**KRRASH!**



I KNOW WHO THEY ARE,  
ROACH! THEY'RE ALL COPS—  
**CROOKED COPS!**

EVERY ONE OF THEM IS AN  
EX-CON. THEY SHOULDN'T  
EVEN BE ON THE FORCE!

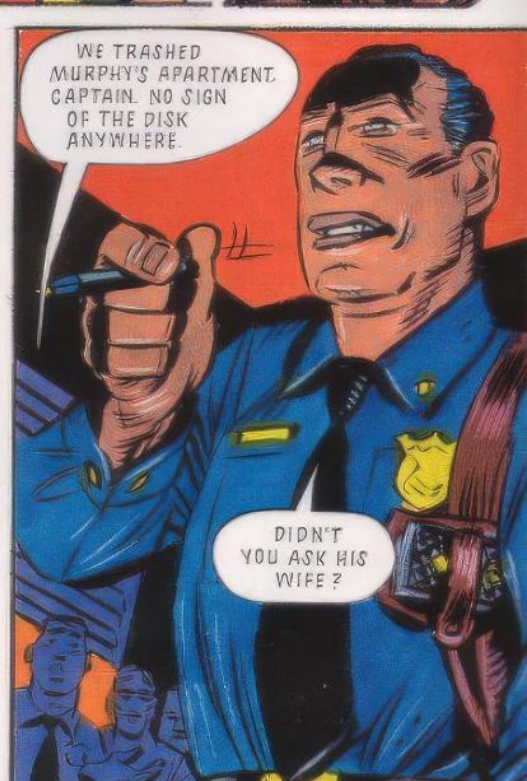


SO WHAT?  
COPS KILLING COPS—  
WHO CARES, SKATE?

HEADS UP, GUYS!  
FIRE IN THE  
HOLE!



**HAHAHAHA!**



WE TRASHED  
MURPHY'S APARTMENT.  
CAPTAIN. NO SIGN  
OF THE DISK  
ANYWHERE.

DIDN'T  
YOU ASK HIS  
WIFE?





WE TRIED,  
CAPTAIN. SHE'S  
ONE **TOUGH**  
LADY.



CAPTAIN!  
THERE'S A  
KID AT THE  
WINDOW!

A **KID**?  
BUT WE'RE  
TEN FLOORS  
UP!



OH-OH, THEY'VE SPOTTED  
ME! GOTTA... **AGGHH!**



YOU'RE  
GOING **NOWHERE**,  
GREASEBALL!



MOVE  
A **MUSCLE**  
AND YOU'RE  
**HISTORY!**





ARE YOU  
FINISHED  
YELLING NOW,  
RIZZO?

'COZ IF YOU ARE,  
WE'D LIKE TO  
ASK YOU A FEW  
QUESTIONS!



P-PLEASE -  
JUST LET  
ME GO!

I WON'T TELL  
ANYONE YOU  
KIDNAPPED ME!

I SWEAR!



YOU'RE NOT  
GOING ANYWHERE,  
RIZZO!

NOT 'TIL YOU  
TELL US WHAT  
MISTER X HAS  
DONE WITH MURPHY'S  
COMPUTER DISK.



FORGET IT,  
BLAZE.

I THINK WE'RE GOING TO  
HAVE TO GET A LITTLE  
MORE PERSUASIVE!



PLEASE, NO!  
I DON'T KNOW  
NUTHIN' ABOUT  
THE DISK!

I CAN TELL YOU ABOUT THE  
BOMB BUT I DON'T KNOW  
NOTHIN' ABOUT THE DISK!



A BOMB, HUH?

THIS I WANT  
TO HEAR!







I'D LIKE A MINUTE'S  
SILENCE, PLEASE,  
FOR THE KID WHO  
SAVED OUR HIDES!



IF IT WEREN'T FOR HIM  
WE'D HAVE NEVER LAID OUR  
HANDS ON MURPHY'S  
DIRTY **DISK**!



THAT CREEP HAD ENOUGH  
INFORMATION ON THIS  
LITTLE BABY TO WASTE  
MISTER X'S WHOLE  
OPERATION.



WHERE ARE WE  
TAKING THE KID?  
OUT TO THE QUARRY  
TO DUMP HIS BODY  
WITH THE OTHERS?



NOPE.

WE'RE TAKING HIM  
TO SOMEONE WHO  
KNOWS HOW TO KILL  
WITH **REAL STYLE**!

NEXT ISSUE: **SKATE OR DIE!**



# NEWS Zone

## J-CARTS CLEAN UP

### Codemasters' new releases bring players closer together

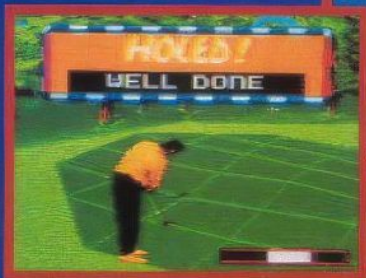
Cast your mind back to STC 23 and the news of Codemasters' *Tennis All-Stars*, the first in the new range of J-Carts for the Mega Drive, carts with built-in four-player adaptors. Remember? Get this - it's now called **Pete Sampras Tennis** (as in the world's number one Singles player) and is released under Codemasters' new Sportsmaster label in June, price £44.99. Codemasters have revealed that further sporty J-Cart releases will include Rugby, Soccer, American Football, Ice Hockey and Basketball.

Staying with the sports theme but moving away from the J-Cart range - attention Master System and Game Gear owners, **Global Golf** is just for you! Codemasters claim that **Global Golf** is as detailed and playable as golf sims seen on the PC compatible computers. The two fictitious courses provided are drawn in detailed, shaded 3D, and up to four players can take part in a tournament. **Global Golf** is due for release in July.

The first non-sporty J-Cart will be **Micro Machines 2**. The sequel to the top-notch racing simulation with teeny weeny vehicles will feature simultaneous four-player action, plus 54 new courses, more contenders than before, more speed and some bonus power-ups for good measure. **Micro Machines 2** is released in November for the Mega Drive and the Game Gear (not a J-Cart but with a two-player link option).

From the same team as the original *Micro Machines* comes another addition to the recent resurgence of simulated pin-tables. **Psycho Pinball** for the Mega Drive features multi-player, multi-ball action across five themed tables (plus sub-games). Codemasters reckon that the ball has the most 'real feel' ever experienced. Find out in November.

Finally, two new Mega Drive platformers are on Codemasters' cards for release before the end of this year: **Aarnie**, formerly *Smaartvark!* (News Zone, STC 21) and **Captain Havoc** (a 15-stage swashbuckling adventure with a cartoon look).



**Global Golf:** On course for a July release - and only on the Master System and Game Gear (seeo here).



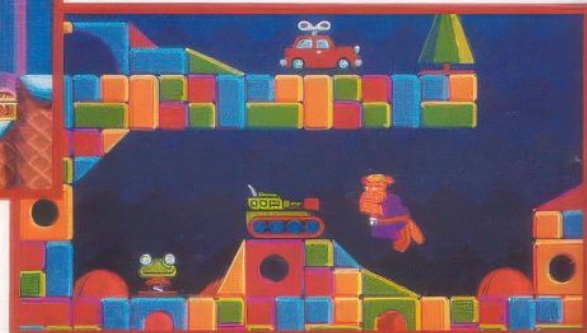
A table from **Psycho Pinball** in its entirety - not how it's seen during play, we should add.



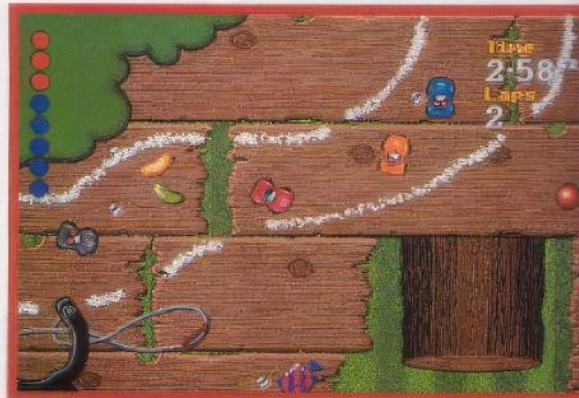
**Pete Sampras Tennis:** At least four people won't scrape their knees on the hard courts.



Well shiver our timbers - It's **Captain Havoc!**



Codemasters pay tribute to Mr Schwarzenegger with a muscle-bound aardvark called **Aarnie**.



Good things come in small packages - and they don't come much smaller than the cars in **Micro Machines 2** on the Mega Drive.



# ARMCHAIR CONTENDERS

# NEWS

## EA's sports challenge

It had to happen - electronic sports have just got serious. All you armchair footballers, golfers, hockey and basketball players can now turn your skills into serious dosh thanks to Electronic Arts.

The EA Sports Tournament Club has been set up to provide human competition for those who have tired of just taking on their Mega Drives. Qualifying competitions are being held in London, Birmingham and Manchester between now and August. The top eight players from each regional group get an all-expenses paid trip to the National Finals Weekend, where prizes and trophies totalling £2,000 will be awarded for each game category (football, hockey, golf, etc.).



Are you a champion **NHL Hockey '94** player?

The overall EA Sports Tournament Club Champion stands to walk away with prizes worth £2,500.

Not surprisingly, all the games featured are from EA's Sports range and include **FIFA International Soccer**, **Madden NFL '94**, **NHL Hockey '94** and **PGA European Tour Golf**. Team Championships will be run using EA's 4-Way Play adaptors.

Local clubs throughout the country are also planned, offering leagues and knockout

events. There will also be a monthly newsletter, **EA Sports Scene**, to keep members updated on coming competitions and attractions.

If you fancy yourself as a budding electronic sports superstar get in touch with the EA Sports Tournament Club on 051 420 4831. Annual membership is £8.99, tournament entry fees start at £7.99.

## TALES OF DISCWORLD- AND MORE

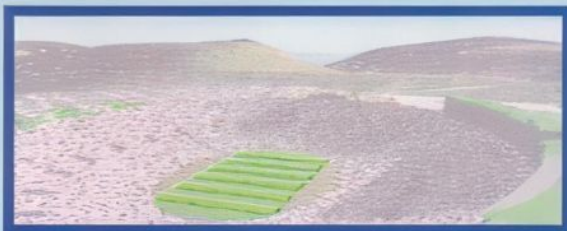
### Psygnosis go disc crazy in '94

Psygnosis have seen the future - and it is disc shaped! Appropriately heading the company's '94 line-up of almost exclusively CD-ROM-based titles is **Discworld**, the game version of Terry Pratchett's best-selling fantasy creation. Psygnosis promise memorable characters, side-splitting fantasy scenarios and some 'famous name' comedy actors to provide the voices. Look out for **Discworld** on the Mega-CD later this year.

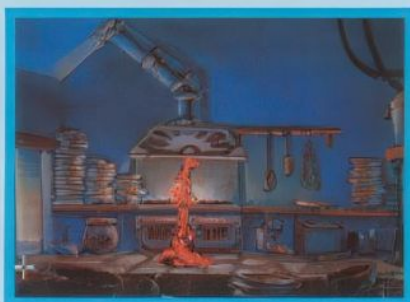
**Second Samurai**, the sequel to the legendary **First Samurai**, brings martial arts action to the Mega Drive and Mega-CD. History buffs will recall that **First Samurai**, although critically-acclaimed, sunk without trace after publisher Mirrorsoft plunged into the depths of oblivion following the death of evil media mogul Robert Maxwell nearly three years ago.

Also heading 'discwards' is mega-selling football sim **Sensible Soccer**. Wisely, Psygnosis have promised not to

change the award-winning gameplay in any way. However, some enhanced graphic sequences and genuine CD-sampled crowd sounds have been added to take advantage of the Mega-CD format. Expect to see **Sensible Soccer** making a big noise at your nearest game shop this summer.



Crowds cheer **Sensible Soccer** for the Mega-CD.



Coming to a Mega-CD disc near you: Terry Pratchett's magical **Discworld**

## SHORT BURSTS

### A REVOLUTIONARY NEW BLASTER?

Fans of Sega's playable blaster **Subterrania** should be pleased to hear that the German team behind it are now working on a new, fun-sounding action game for the Mega Drive. The as-yet-untitled project involves a helicopter, which instantly suggests a **Desert Strike** clone - but nothing could be further from the truth. In this blasterama, the texture-mapped scenery moves around the craft! The effect is quite something - let's hope it has the playability to match.

### AT LAST OCEAN MAKES WAVES

Despite being one of the UK's most successful software publishers, Manchester-based Ocean Software has been very quiet on the Sega front (preferring to stick with some other company whose star is a fat plumber!). All this is likely to change before this year's out with the arrival of a handful of Mega Drive releases (most of them through Sony Electronic Publishing) including the critically-acclaimed platformer **Mr Nutz**. The run 'n' jump action starring a crazy squirrel is being put together by Ocean France, the team responsible for the SNES original. Incidentally, between you and us, work on a sequel has already begun.



# SONIC'S WORLD

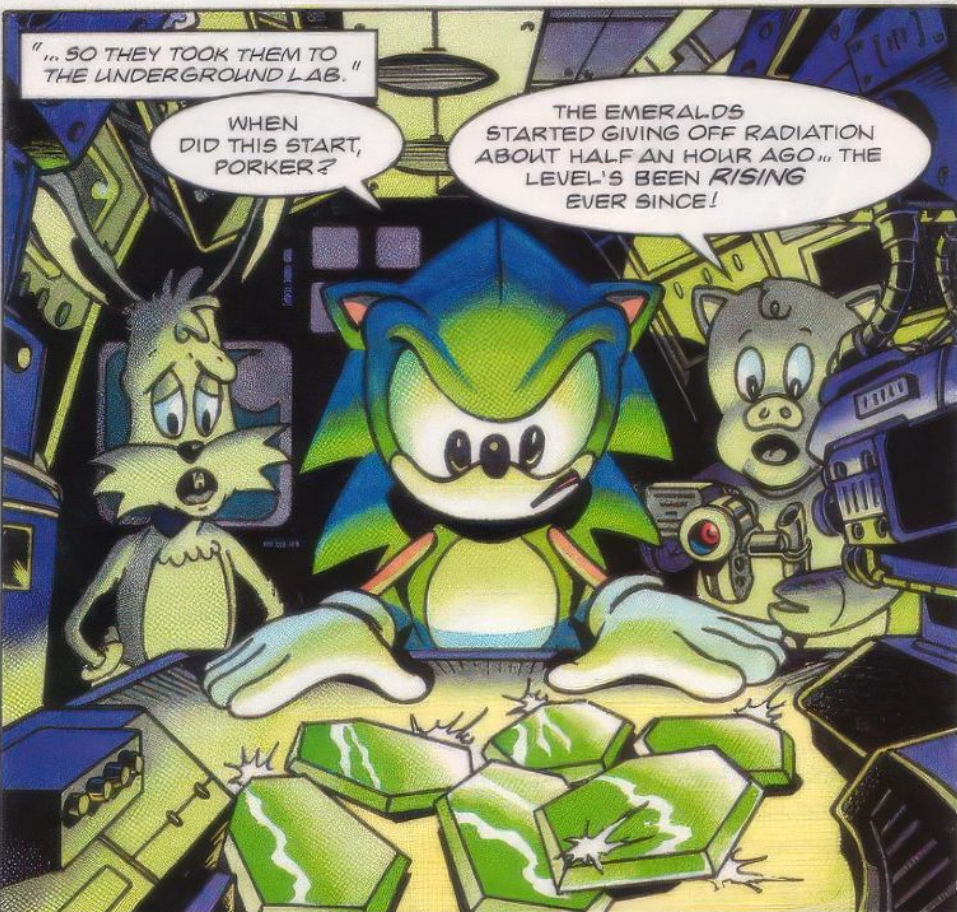
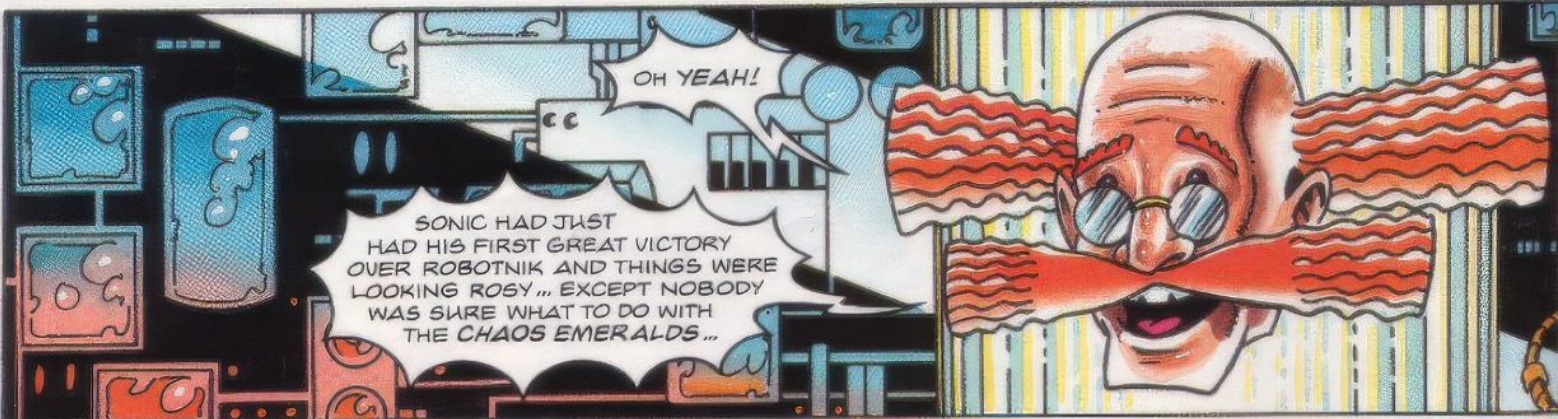
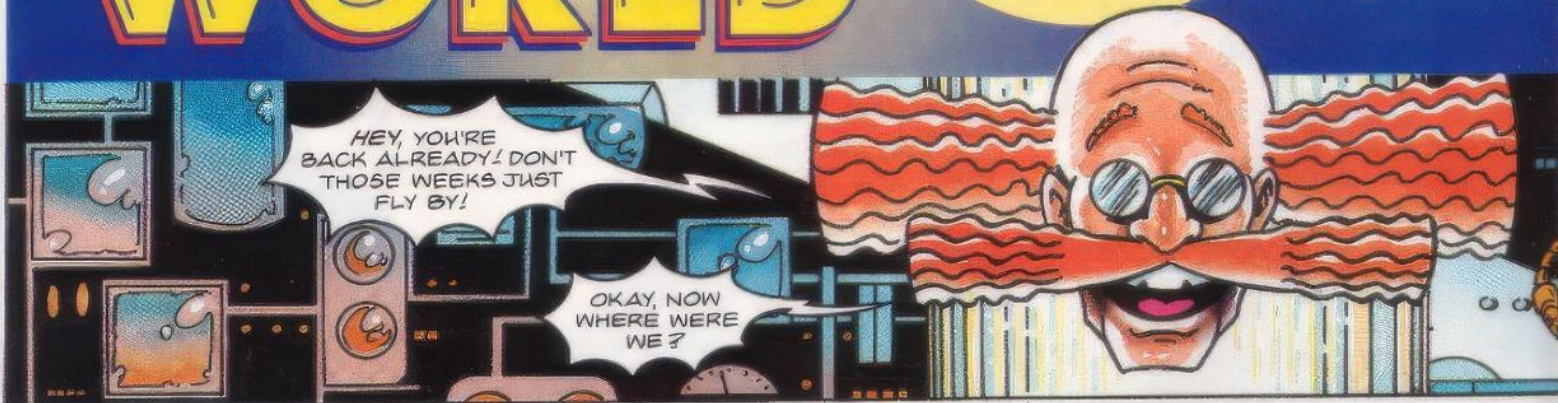
## Part 2 A Tale of Tails

Script: Nigel Kitching

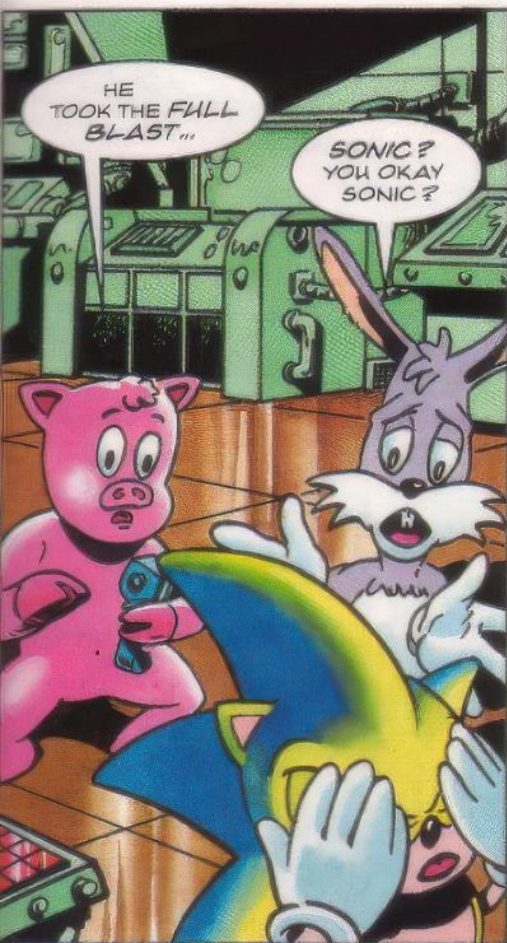
Art: Mike Hadley/

John M. Burns

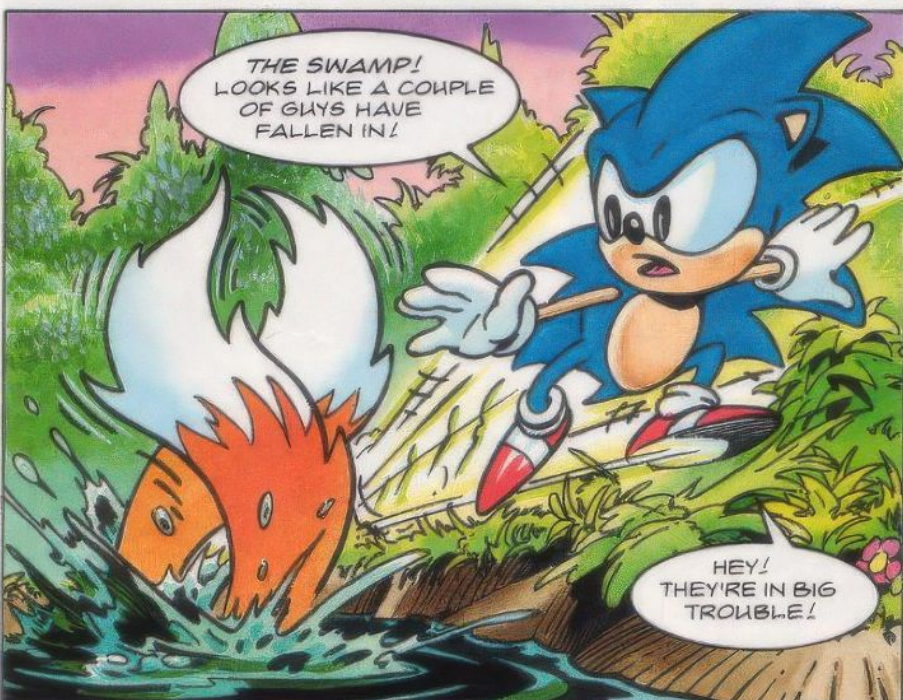
Lettering: Ellie de'Ville











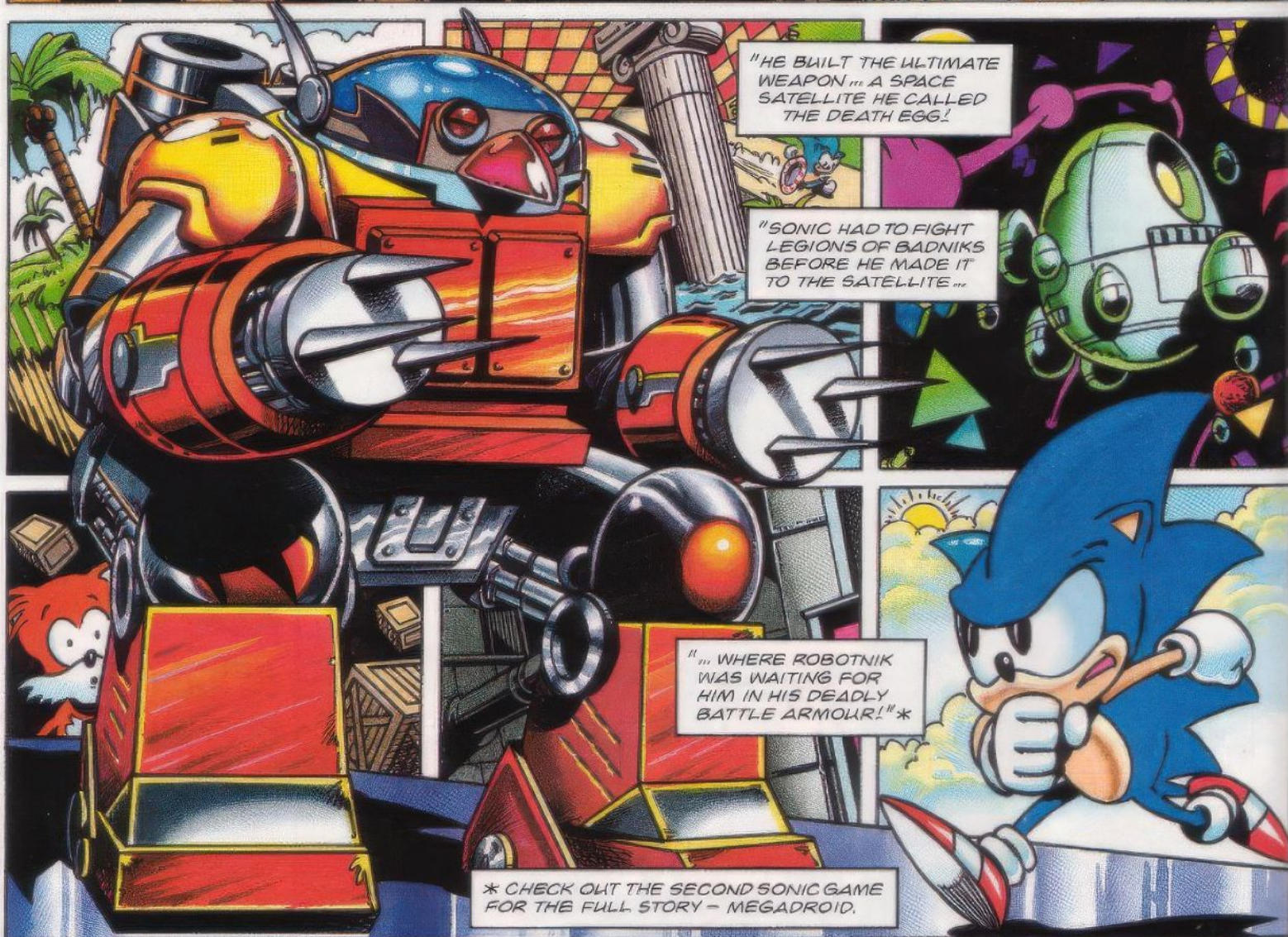








THEN,  
SUDDENLY,  
ROBOTNIK WAS  
BACK.



"HE BUILT THE ULTIMATE  
WEAPON... A SPACE  
SATELLITE HE CALLED  
THE DEATH EGG!"

"SONIC HAD TO FIGHT  
LEGIONS OF BADNIKS  
BEFORE HE MADE IT  
TO THE SATELLITE..."

"... WHERE ROBOTNIK  
WAS WAITING FOR  
HIM IN HIS DEADLY  
BATTLE ARMOUR!" \*

\* CHECK OUT THE SECOND SONIC GAME  
FOR THE FULL STORY - MEGADROID.



ANYBODY  
WONDERING WHAT  
HAPPENED TO THE CHAOS  
EMERALDS?

WELL, NOT ONLY  
DID SONIC GET THEM ALL  
BACK, BUT HE ALSO FOUND  
A SAFE PLACE TO  
HIDE THEM ...

"... THE NORTH CAVE IN THE FROZEN  
ZONE. IN THESE ARCTIC CONDITIONS  
THE EMERALDS REMAIN STABLE.

"AND EVEN BETTER, **NOBODY**  
EVER GOES THERE.

"WELL NOT UNTIL RECENTLY THAT  
IS ... BUT THAT'S ANOTHER STORY..." \*

\* SEE STC 25 - MEGADROID.

MORE SECRETS OF SONIC'S WORLD COMING  
IN STC 32. BE THERE OR BE SQUARE!



# Q Zone

Q is for Question.  
Q is for Query.  
Q is for Quandary.  
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

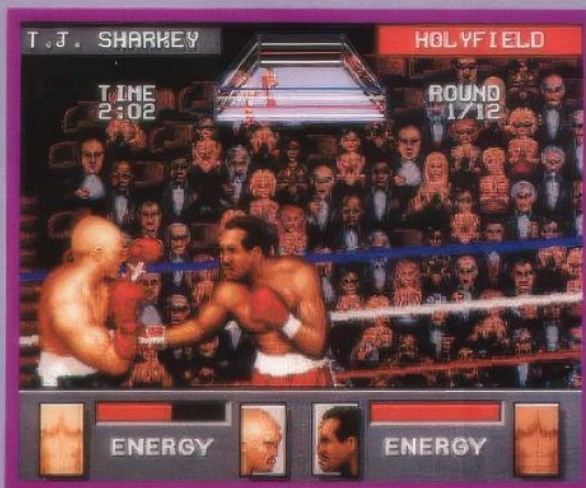
Welcome back to your regularly scheduled Q Zone. There'll be more tips for Sonic games coming soon, but for now, STC Game Guru David Gibbon unlocks the secrets of some of the many other games for the various Sega systems.

## GREATEST HEAVYWEIGHTS



There have been many attempts at producing boxing games for the Mega Drive but most have fallen at the first round. However, **Greatest Heavyweights** is different as it featured most of the world's great boxing champions, excellent speech and brilliant graphics. It's only failing was the high price tag of around £80. If you were fortunate enough to get hold of it, but are having difficulty, then try these tips:

1. When embarking on your boxing career always select the biggest body. The two smaller bodies may move faster, but the large boxer can reach further and inflict more damage - particularly on smaller opponents.
2. Setting your Power, Speed and Stamina is a difficult one to get right. Try and balance these out but give your boxer a little extra power.
3. Once you're into your first fight at rank no. 30, you're probably under the illusion that the game is too easy. However, that notion will change as you get further up the rankings. The boxers become harder to knock down, but the best technique is to keep punching the head. Once your opponents head starts going and he develops a cut above the eye, go for a KO by repeatedly hitting him in the stomach and then the head. This will demolish his energy.
4. After a fight you'll enter the gym where you can select three items to help get you into better shape. Speed doesn't really count for human controlled players, so concentrate on getting your Stamina and Power high at first.
5. Do not press Reset in the middle of a bout, believing that the game will be automatically saved so you can restart the fight. Unfortunately, I made that mistake and when I returned I found that it had saved, but I had lost the previous fight. Resetting the machine after a fight is safe, however.



Gods (Amiga version)



## GODS



**Gods** is a classic platform game, first created by the famous Bitmap Brothers on the Amiga. Accolade

did a fine job converting it to the Mega Drive - they even managed to improve the graphics by adding parallax scrolling (i.e. the background moves separately from the foreground). The game was

very complex so I'm sure that these cheats will be welcomed:

**Gods** consists of 4 separate worlds. The passwords for each of these are:

LEVEL	PASSWORD
World 2	NASHWAN
World 3	COYOTE
World 4	FOX

To gain infinite lives, type in the password:

MESIENTOTANFELIZ

## Tips

## ASTERIX



**Asterix** is an average platformer which features everyone's favourite Gaul. It can actually be quite tricky to complete, but with a little help from Q Zone ...

**Infinite lives:** When you reach a special treasure pot, hit it so that the special bonuses fly out. Collect the extra life and walk off the screen, then walk back to the chest and collect another life. Continue this until you think you have enough lives to complete the game.



Asterix (MD version)



# DOCTOR ROBOTNIK'S MEAN BEAN MACHINE

## Codes

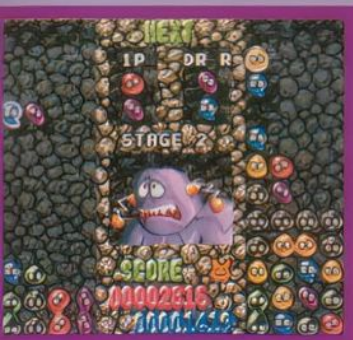


Doctor Robotnik's first solo outing has caused a great stir with the games' press and public alike. **Doctor Robotnik's Mean Bean Machine** is similar to *Columns* on the Game Gear, only you arrange beans instead of jewels. It's accepted as an extremely addictive game, but it can be exhausting on the old grey matter. So just for you, here are the passwords for all the levels:

LEVEL	EASY	NORMAL	HARD	HARDEST
2	RRRH	HCYY	GCYY	BBGY
3	CPCG	BCRY	YCPC	GYGC
4	RCHY	YBCP	BGCP	PPRH
5	CBBP	HGBY	RPGG	GRPB
6	CRCP	GPPY	YYCG	PCGY
7	PYRB	PBGH	PCBB	BPGH
8	YGPH	GHCY	CYHY	CPSY
9	YPHB	BPHH	PBBG	PGHC
10	RYCH	HRYC	CGRY	GBYH
11	GPBC	CRRB	BYYH	GPHR
12	RHHY	GGCY	GCCB	RGHB
13	YHBB	PYHC	HCPH	RRCY

KEY:

B=BLUE; G=GREEN; P=PURPLE; R=RED; Y=YELLOW; C=COLOURLESS  
F=REFUGEE; H=HAS BEAN, THE ORANGE STAR-SHAPED BEAN.



## SILPHEED

## Tips



**Silpheed** proved to be somewhat of a disappointment when it was released, partly due to the fact that it was hyped to the hilt as the Sega's answer to *Starwing*. It revealed itself to be just another Space Invader clone but with some stunning background graphics. If you're having problems with the game, the following tips should help you out:

1. As with most decent vertically scrolling shoot-em-ups - keep moving and dodging the plethora of bullets if you want to survive. It sounds simple but you'd be surprised how many people just slug it out, hoping that the shields will hold. When you get hit, your ship will be invincible for a while and this is the ideal time to plough through all the remaining bullets and ships.



2. There are a number of different ships to fight so it's very useful to remember the attack pattern of each one. Some simply turn away and throw missiles your way, while others explode in a mass of spikes, and some

even fire laser bolts. You'll have a better chance of survival when you know what you're up against

3. At the end of each level there's a powerful guardian waiting for you. The best idea is to save all your option weapons for the final confrontation and blast away as many times as you can at close range.



4. To help you complete the game, Power-Ups appear as spinning crystals that must be shot in order to release the goodies. In the heat of battle, wait until the crystal gets close to the bottom of the screen before picking anything up. This way you avoid being shot at by aliens who appear in battle at the top of the screen.

# ROBOCOP VERSUS THE TERMINATOR



This is an excellent shoot-em-up from Virgin featuring Robocop and the Terminator as you've never seen them before. Have you noticed that certain weapons work better than others? Here's a cheat to let you select any weapon you require:

Start the game as usual, then press the Start button to pause. Next press B, A, C, C, C, A, B, A, C, C, C, A and C. You should now hear the sound of a machine gun which indicates that the cheat is activated. Release the pause and hold down A, B and C together. Next, simply press Down on the joystick to cycle through all the available weapons!



## Tips





# WONDER BOY

in  
**GHOST WORLD**  
part 6

SHION THE WONDER BOY IS TRAPPED IN THE PALACE OF THE DINOSAUR KING IN GHOST WORLD WITH LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH.



WHAT'S HAPPENING?

RAAAR?

WHO ARE YOU?  
WHO AM I? WHERE  
ARE WE? WHAT, WHY  
AND HOW?

CAN WE  
EXPLAIN LATER AND  
DEAL WITH THE  
DINOSAUR KING  
FIRST?

LOOK OUT!  
HE'S  
ATTACKING!

BOYAH  
AT  
EYEH  
DEDICATED  
TO  
WISDOM AND CAY!

THE POTION  
OF IGNORANCE IS  
FINALLY WORKING ON  
THE KING. NOW TO TRY  
OUT THIS  
MAGIC BOX.

GENIE-  
PERSUADE THE  
KING THAT HE'S  
OUR FRIEND AND  
SERVANT.

YOUR  
WISH IS MY  
COMMAND, OH  
WONDER  
BOY.

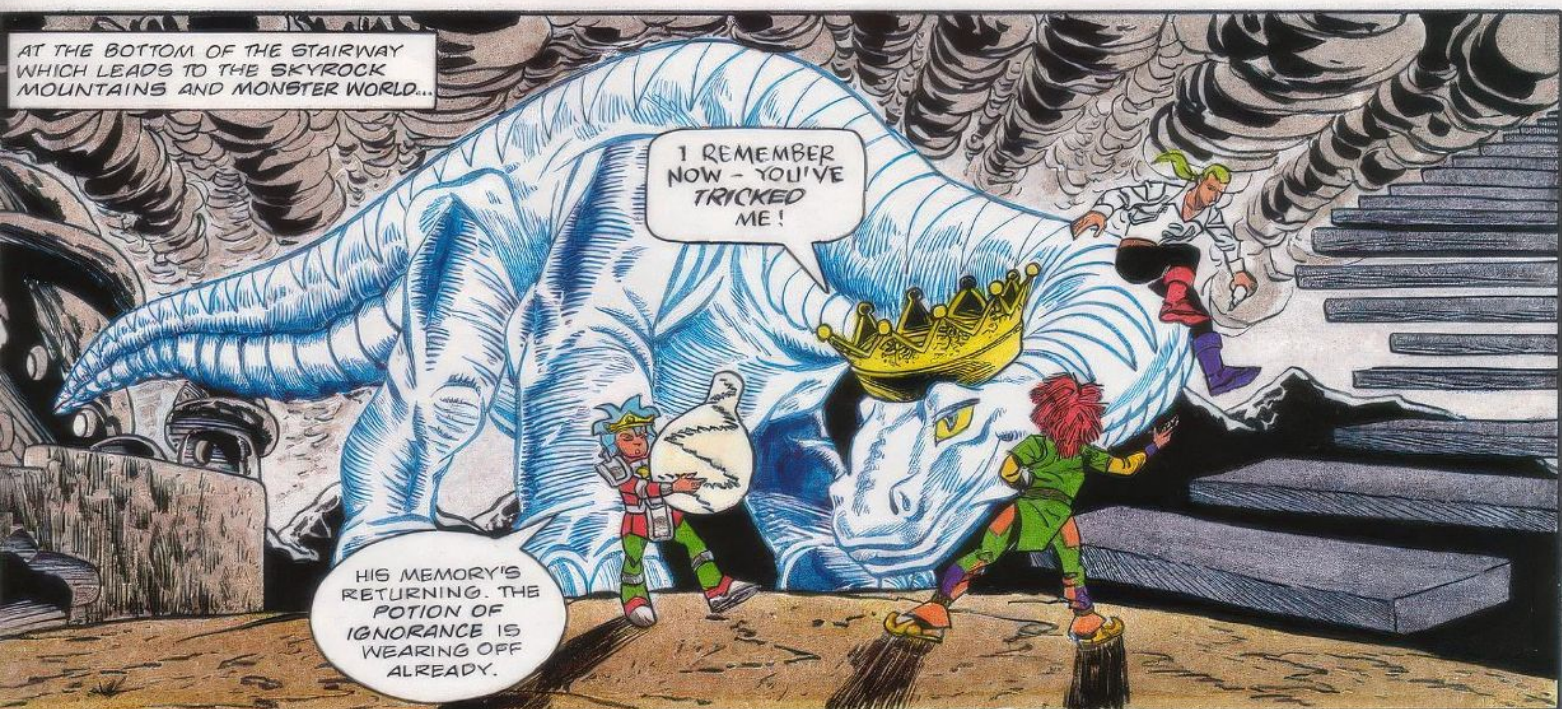
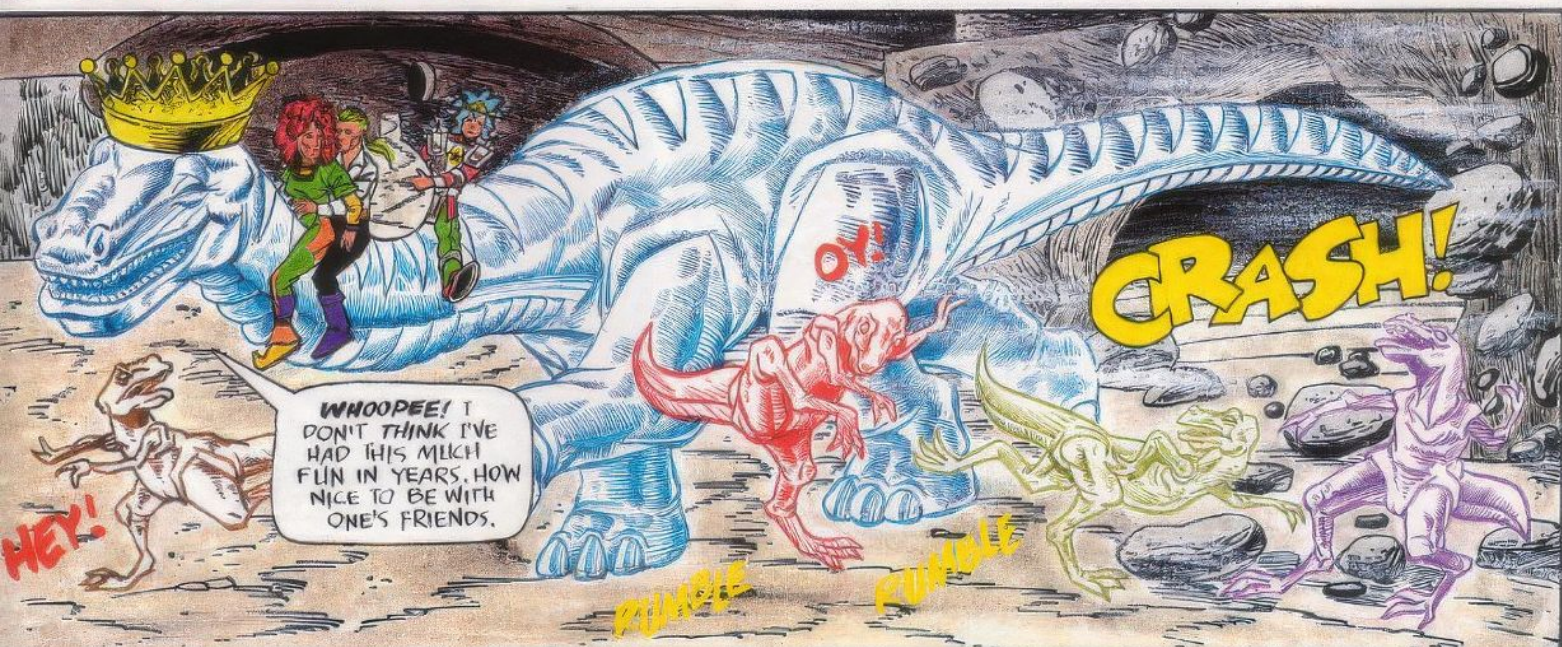
IT'S SHION!  
DOESN'T ANYONE  
KNOW MY REAL  
NAME?

BY THE MAGIC  
POWERS OF THE GENIE  
GUILD, LOVE, CHERISH,  
OBEY AND SERVE THESE  
WHO ARE NOW YOUR  
FRIENDS -

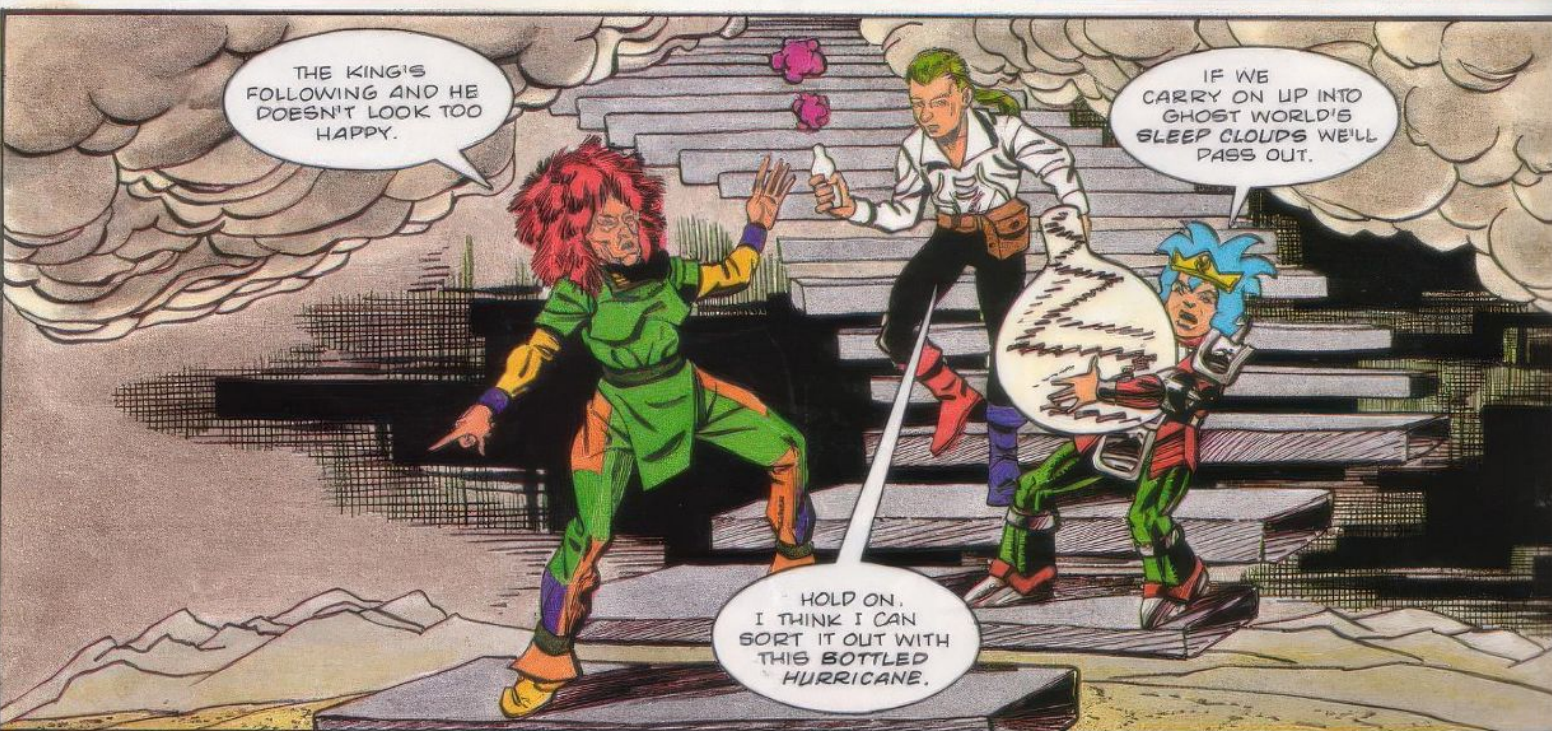
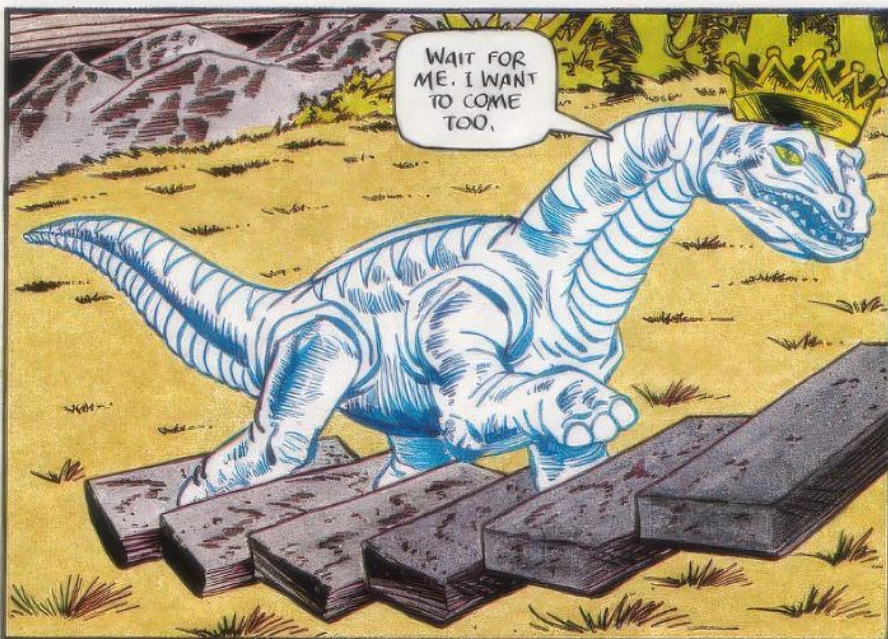
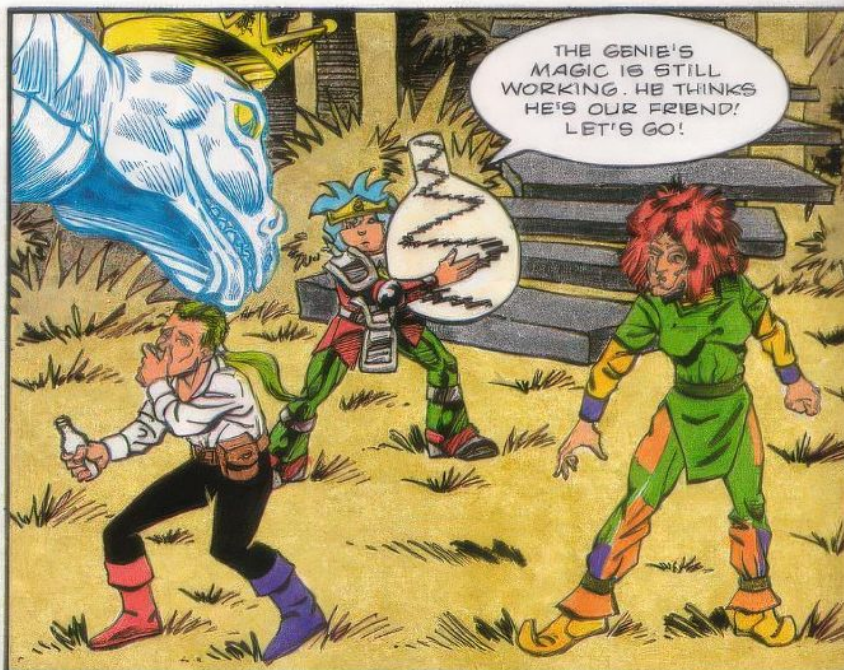
- OR ELSE!



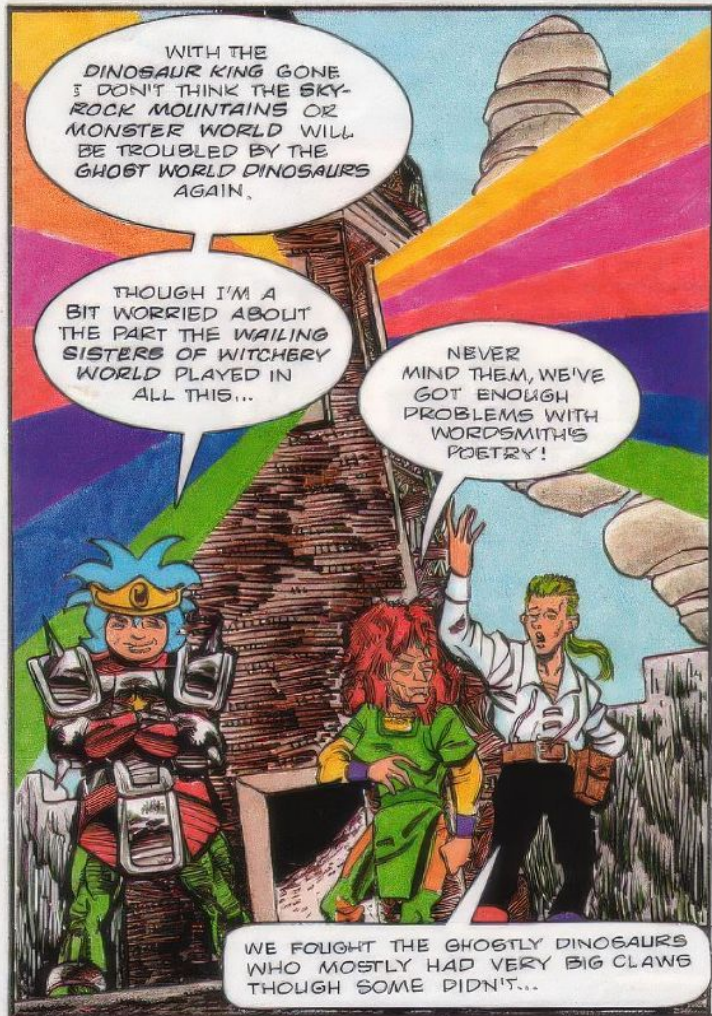












THE END  
FOR NOW!



# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, send off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Sweet Revenge

Dear STC,

I have adapted a poem for you -  
Doctor Robotnik is no good  
Chop him up for fire wood  
If he is no good for that  
Feed him to the pussy cat  
If Doctor Robotnik interferes  
Tie him up and box his ears  
If that does not serve him right  
Blow him up with dynamite!

Laura Pearson, Winco Bank, Sheffield.  
Sonic Water Fun Game Winner.



Laura, it's good to hear you  
shattering the image of soft fema  
humes and silly stories of sugar an  
spice etc.

## Top of the Tots

Dear STC,

My friend and I did a survey in our school and discovered that ninety per-cent of children read STC. What do you think of that then?

Daniel Modeste, Finsbury Park, London.  
Sonic Water Fun Game Winner.



I think you should get to work on  
those ten per cent who are missing  
out on STC, Daniel!

## Keep Smiling

Dear STC,

I have a serious question for you concerning Cool Spot. If he was committed to a monastery, would he then be known as Sad Spot?

Robert Carrigan, Bembridge, Isle of Wight.  
Sonic Water Fun Game Winner.



Interesting theory Robert. Does  
that mean that in order to cheer him  
up, we'd have to send him to an  
exotic holiday location where he'd  
become Sun Spot?

## Tails To The Rescue

Dear STC,

I am fed up of Sonic rescuing people all the time. I mean, he must make some mistakes which he can't get out of! I'd like to see someone else get Sonic out of trouble for a change.

Adam Johnson, Hanford, Stoke on Trent, GG owner.

Sonic Water Fun Game Winner.



Why do you think Sonic has the  
help of his side-kick Tails, Adam?

TAKE  
SEGA

Stuart Gibbs,  
Ardrossan,  
Scotland.  
MS owner.  
Sonic Water  
Fun Game Winner.



## Tough at the Top

Dear STC,

Why doesn't Sonic answer the letters and stuff instead of Megadroid?

It's not that I don't like Megadroid, it's just that I thought Sonic could reply instead. Anyway, keep up the excellent work.

Louis Vanderman, Poole, Dorset. MS owner.  
Sonic Water Fun Game Winner.



Put yourself in Sonic's shoes Louis,  
whizzing from zone to zone, battling  
relentlessly against the evil Doctor  
Robotnik to save Planet Mobius. Would  
you find it exciting having to do overtime in a stuffy  
office slaving over the paperwork?

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of those fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



Alexander Pryde,  
Perthshire,  
Scotland.  
MS owner.  
Sonic Water Fun  
Game Winner.



# NEXT ISSUE!

## TAILS IS BACK!

### NEW STORY!

### SONIC'S PAL - UP TO HIS TAILS IN TROUBLE AGAIN!

## PLUS FREE!

### GIANT SONIC AND TAILS POSTER!

## NEW! PIRATE STC!

What's it all about? Turn the page, dummy!

## SONIC 'Sonic Terminator' - the Big Finish!

## STREETS OF RAGE

Ship of doom!

## STC 28

### IT'S A MEGABLAST!

ON SALE SATURDAY  
11th JUNE, £1.10.  
HANDLE WITH CARE!

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to see  
as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 27

OF **STC?**

%





PREPARE FOR SERIOUS WEIRDNESS NEXT ISSUE!